**Report #3: FINAL REPORT**

This report collates Reports #1 & #2 into a single document. This report should be **self-contained** and contain **all** the information that is relevant to your project. It should be possible to discard all previous reports and read this one alone to obtain all the relevant information about the project. The report should reflect the revisions and additions since the previous reports were submitted. There is also a presentation that your team will make on your final project. A template for that presentation is also provided in a separate assignment.

The report format should follow the formats of the previous two reports. The report must contain the following sections:

1. Cover Page and Individual Contributions Breakdown

Make sure to include the github URL for your project.

Here's the new table too.

Individual Breakdowns

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | David | Osvaldo | Deana | Jeremy |
| Cover Page – 2pts |  | 1.25 | .25 | .5 |
| Individual Break – 3pts |  |  |  |  |
| Table of contents – 1pt |  |  |  |  |
| Key Revisions – 6pts |  |  |  |  |
| Customer Statement – 1pt |  |  |  |  |
| Glossary – 1pt |  |  |  |  |
| Functional Reqs – 3pts |  |  |  |  |
| Interaction Diagrams – 8pts |  |  |  |  |
| Class Diagrams – 9pts |  |  |  |  |
| System Architecture – 1pt |  |  |  |  |
| Algorithms/DataStructs – 1pt |  |  |  |  |
| UI Design – 3pts |  |  |  |  |
| History of Work – 4pts |  |  |  |  |
| Conclusions – 5pts |  |  |  |  |
| References – 3pts |  |  |  |  |
| Total pts each member |  |  |  |  |

1. Table of Contents  
   Make sure that the page numbers listed here are correct.
2. Summary of Changes  
   Provide an **itemized list of key revisions** since the previous two reports. This includes key changes in *project objectives*, *use case descriptions*, and *system design* (e.g., interaction diagrams, class and use case diagrams).
3. Customer Statement of Requirements (*as in Report #1, revised as needed*)
4. Glossary of Terms (*as in Report #1, revised as needed*)
5. Functional Requirements Specification (*as in Report #1, revised as needed*)   
   Elaborate only the *use cases* that will be *implemented* by the time of the final demo. For the use cases that will *not* be implemented for the final demo, provide a casual description for each and indicate that these could be considered for future work.
6. Interaction Diagrams (*as in Report #2, revised as needed*)

*Explain and justify* the patterns that you use in your new design.

*System Sequence Diagrams* should be updated to incorporate the use cases that will be completed for the final demo.

1. Class Diagram and Interface Specification (*as in Report #2, revised as needed*)   
   In addition, include the following subsections:
   1. List **at least three** important contracts (preconditions and post-conditions) for operations/methods that cross classes.
   2. Your diagram should not include the methods from the classes that I’ve provided for you, and you will be docked for that. For classes that I’ve provided, you should **mention the name only of superclasses** you have extended.
2. System Architecture and System Design (*as in Report #2, revised as needed*)
3. Algorithms and Data Structures (*as in* [*Report #2*](http://www.caip.rutgers.edu/~marsic/Teaching/SE/report2.html)*, revised as needed*)

1. User Interface Design and Implementation (*as in* [*Report #1*](http://www.caip.rutgers.edu/~marsic/Teaching/SE/report1.html)***and***[*Report #2*](http://www.caip.rutgers.edu/~marsic/Teaching/SE/report2.html)*, revised to incorporate the use cases that will be completed for the final demo, make sure to update your screenshots to the current game and what was implemented*)
2. History of Work & Current Status of Implementation   
   Instead of the section *Plan of Work*, have a section *History of Work* which documents how the actual milestones and deadlines evolved. Compare these against the milestones as planned in [*Report #1*](http://www.caip.rutgers.edu/~marsic/Teaching/SE/report1.html)and *#2*.  
   Also summarize (as a bulleted list) your key accomplishments in this project.
3. Conclusions and Future Work

Each team member should write a paragraph that

* + Describes the *technical challenges* you encountered in the development of your software product
  + Describes how the software engineering techniques you learned in this course helped you to address those challenges
  + Describes what other knowledge you feel might have helped you with the project development
  + Discusses possible directions for the future work on this project
  + Gives at least one piece of advice to give to future COMP 55 students that you wish you would have known when you started that would help improve your final project.

1. References with Annotations
   * This is meant to be a comprehensive list of information that has helped you to build your project. For each reference, provide a short sentence or two on why it was important or what it helped you with.
   * Put another way, if another Pacific student were to pick up your project or want to add to your code in the future, but they didn’t have access to you, what resources should they research and know more about?
   * Provide all of the books, papers, URL's for the sources of information and tools used in the project. Don’t worry about listing Basecamp or Github, since you did that on the cover page